General Information on Messages

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Message Types Texts

There are two types of messages:

- Natural system messages which are stored in the system file FNAT and which are not attached to libraries, and
- User-defined messages which are stored in the system file FUSER or FNAT and which are attached to libraries (including SYS-libraries).

There are four types of message texts which can be created and maintained with SYSERR:

- Natural (system) short message
- Natural (system) long message
- User-defined short message
- User-defined long message

A short message is the one-line message which is displayed in the message line when the corresponding error situation occurs.

A long message is a detailed explanation of the corresponding short message.

 To invoke a user-defined short message in a Natural program

- Issue the statement "REINPUT *nnnn", where nnnn is the number of the requested message.
  Or issue the statement "INPUT WITH TEXT *nnnn" statement where nnnn is the message number.

Message Languages

Messages can be created in up to 60 languages.

The following rules and restrictions apply:

- Natural short messages must be entered in English first, and can then be translated into any other language.
- Natural long messages can be entered in English, but cannot be translated into other languages.
- User-defined short messages can be entered in any language, and then translated to any other language.
- User-defined long messages can be entered in any language, but only if the corresponding short message already exists.

Which Messages Do You Receive?

Natural Short Messages

When a program issues a Natural short message, Natural looks for the requested message number on the system file FNAT in the following order:

1. under the current language code as determined by the system variable *LANGUAGE,
2. under Language Code 1 (English).

If neither of the above is found, you only receive the message number prefixed with NAT, for example, NAT0230.

User-defined Short Messages

When a program issues a user-defined short message, Natural first looks for the requested message number *nnnn* under the current language code as determined by the system variable *LANGUAGE (see the Natural Programming Reference documentation). If that message does not exist, Natural looks for the requested message number *nnnn* under Language Code 1 (English). If that message does not exist either, Natural looks for message number *n*000 (where *n* is the first digit of the requested message number) under Language Code 1.

These three search steps are first performed in the current library. If nothing is found there, further libraries are searched in the same way until a corresponding message is found.

The sequence of libraries for the search is as follows:

1. the current library as determined by the system variable *LIBRARY-ID,
2. the steplibs; if Natural Security is installed, the sequence in which the steplibs are specified in the Natural Security profile of the current library,
3. the default steplib as determined by the system variable *STEPLIB,
4. the library SYSTEM on the system file FUSER (*),
5. the library SYSTEM on the system file FNAT (*).

(*) If the name of the current library begins with SYS, SYSTEM FNAT is searched before SYSTEM FUSER.